



# SNAKE BYTE

By Sirius™

# SNAKE BYTE

---

---

## **Slithering Guide:**

### **To Begin:**

To become a Master Slitherer, insert the Snake Byte diskette in drive #1 and boot as usual. In a few seconds you will be presented with the Snake Byte logo. Press the space bar to start the game. When "HOW MANY PLUMS? (0 - 2)" appears, pressing 0, 1, or 2 will begin the game with 0, 1, or 2 Perilous Purple Plums respectively. Perilous Purple Plums usually bounce harmlessly around the screen, however, if one makes a direct hit on your Snake's head, you lose the Snake.

Your first Snake will creep out of the Snake Bin at the bottom center of the screen. To maneuver use the following keys:

#### **Absolute Keys**

I = UP  
J = LEFT  
K = RIGHT  
M = DOWN

#### **Relative Keys**

← = COUNTER CLOCKWISE  
→ = CLOCKWISE

If you don't like playing with the pre-assigned keys, press C in response to "HOW MANY PLUMS? (0 - 2)" question at the start of the game. Type the key you want for the direction pointed to by the blinking arrow. Make sure you don't assign the SPACE, ESC, RETURN, SHIFT, CTRL or RESET keys. You must assign all 6 controls up, down, left, right and the relative keys, clockwise and counter clockwise. Then start play as normal by typing a space followed by the number of Perilous Purple Plums.

---

---

## **The Object:**

The object is to eat all the Apples in the room and exit out the door which then appears at the top center of the screen. Each time an Apple is eaten the Snake will get longer and faster. You'll lose a Snake if you bump into yourself or a wall. Normally there is a total of 10 Apples per maze. However, if you take too long to eat an Apple, 3 penalty Apples will appear. You can tell if you're taking too long by watching the bars on the side of the screen. When they reach the top, your time is up.

## **Scoring:**

There are TWENTY-EIGHT rooms (levels) in Snake Byte. You begin with 3 Snakes per game and gain one additional Snake after completing each level. If you are playing with 1 or 2 Perilous Purple Plums, you gain 5 or 10 extra points per Apple eaten, respectively. Your score, the previous high score, the number of Apples and Snakes left, the current level and the point value of each Apple is listed at the bottom of the screen. If you complete a level without losing a Snake, you will be awarded a bonus.

## **Atari Joystick Control:**

If you have a Sirius Software Joyport™ with an Atari-type joystick attached, you can activate it by pressing SHIFT CTRL P while playing a game. Make sure the Joyport switches are set correctly. Then press the stick left, up or right to get 0, 1, or 2 Plums. After you complete a game you can restart by pressing the fire button. You can revert to keyboard play during a game by pressing CTRL K.

## **Other Controls:**

ESC will cause the game to halt until you press another key. CTRL S will toggle on and off the sound effects. CTRL R will restart the game. NOTE: When the sound is off it may be recorded or amplified from the cassette output.

## **Important:**

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is a bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

**Sirius Software Replacement Policy:** Sirius Software, Inc. will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

---

---

D2D 0086 Q17-1

What has 48K Bytes and is addictive? Snake Byte! It's the game that works like a charm. A tail of Perilous Purple Plums that's ahead of its time. A game you can sink your teeth into. An antidote for boredom. Snake Byte. Fangs alot, Sirius Software!

Programmed By Chuck Sommerville  
Assembly Language 48K

Requires An Apple II Or II+ Computer  
With 48K And One Apple Disk Drive  
Playable With Keyboard Or With Sirius Software's Joyport  
And Atari-type Joystick

Snake Byte, Joyport Copyright © 1982 By Sirius Software, Inc.  
All Rights Reserved  
Apple II and Apple II+ Are Trademarks  
Of Apple Computer Inc.  
Atari Is A Trademark Of Atari Inc.



Sirius Software, Inc. Sacramento, California

Compatible With  
Sirius Software's  
"JOYPORT"